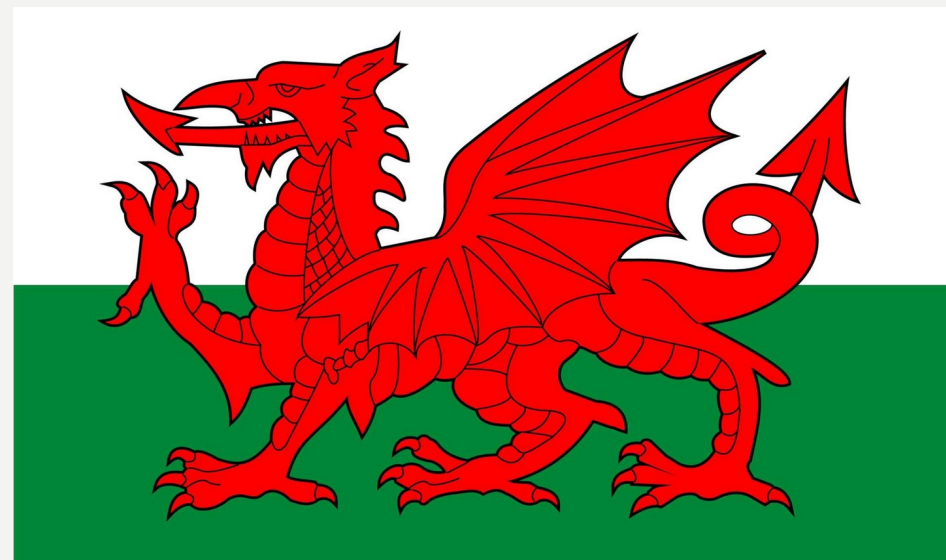


A



B



C



D







Guam School Life

A photograph of Benavente Middle School. The school is a long, two-story building with a yellow upper level and a blue lower level. It has many windows and a flat roof. In front of the building is a paved courtyard with a series of blue and yellow support pillars. There are some trees and a palm tree in the background. The sky is clear and blue. The text "Benavente Middle School" is overlaid in large white letters.

Benavente Middle School



cot

ave

It i

er.”

Sports

We play
lot of
ports.



Uniform

The
school
uniform
is blue.





Shoes

Students
don't
change
shoes.

VICENTE S. A. BENAVENTE MIDDLE SCHOOL

SCHOOL BAGS

RESTRICTION NOTICE FOR: MAY 15, 16, 19, 20, & 21



Students use a
small bag.

It is clear or
mesh.



School Bag

Sometimes
there is a
special rule.



Lunch

Students
eat in the
cafeteria.



1st Year -

6th Grade

2nd Year -

7th Grade

3rd Year -

8th Grade

Grades

There are
different
grades.

6th Grade

6A – Invincibles

6B – Bulldogs

6C – Incredible Dolphins

7th Grade

7A – Black Cobras

7B – Golden Trackers

7C – 007 Sensations

8th Grade

8A – Scarlet Warriors

8B – Silver Wolves

8C – Blue Dragons

Teams

There are
different
teams.

SCHOOL YEAR 2025-2026

BLOCK BELL SCHEDULE

BLUE DAYS 1ST - 4TH PERIOD **GOLD DAYS** 5TH - 8TH PERIOD

BLOCK BELL SCHEDULE SY 2025-2026	
Warning Bell 8:25	
AAP 8:30 – 8:45 (15 mins)	
1 st /5 th Period 8:50 – 10:05 (75 mins)	
2 nd /6 th Period 10:10 – 11:25 (75 mins)	
LUNCH 11:25 - 12:30 (65 mins)	
3 rd /7 th Period 12:35 – 1:50 (75 mins)	
BREAK 1:50 - 2:00 (10 mins)	
4 th /8 th (XL) Period 2:05 – 3:20 (75 mins)	
Staggered Dismissal 3:20 – 3:30 (10 minutes)	• 3:20 - BUS RIDERS – Proceed to Bus Depot Canopy Area • 3:30 – CAR RIDERS – Proceed to Bus Depot Area - WALKERS – Proceed to West Side and Fast Track Walkers' Gates

Schedule

On
Gold Days
we have
5th / 6th / 7th /
Character
Education
classes.



Field Day

Finally, we
have a
performance
competition.

THE END

SLIDE TITE

Good work